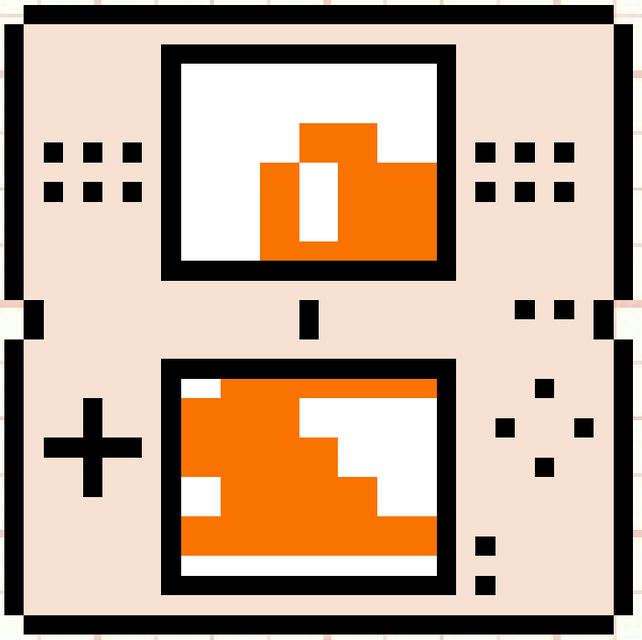
NINTENDO DS™



Flipnote Studio Player for Nintendo DS

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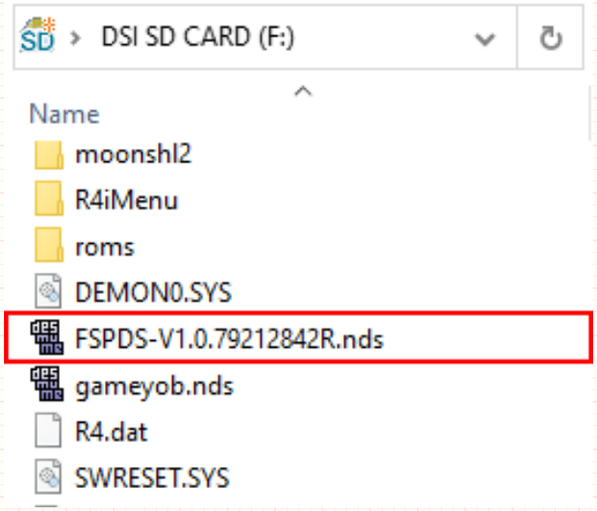
Introduction

Flipnote Studio Player for Nintendo DS (FSPDS) is a homebrew DS game which aims to make Flipnote Studio DSi creations available to any Nintendo DS console. This is a fun way to enjoy flipnotes as closely to the original experience as possible, whether you are a flashcard user, your dear DSi is broken or don't have Flipnote Studio installed.

Installation

First, download the latest version of FSPDS from the following link:
https://notimplementedlife.itch.io/fspds

Then, plug your SD card into your computer and copy the downloaded NDS file.



Eject your SD card and and plug it back into your Nintendo DS flashcard, or your modded DSi/3DS slot, navigate to your chosen FSPDS path and launch the application.

How to use

On the title screen touch the "Browse flipnotes" button in order to view flipnotes.

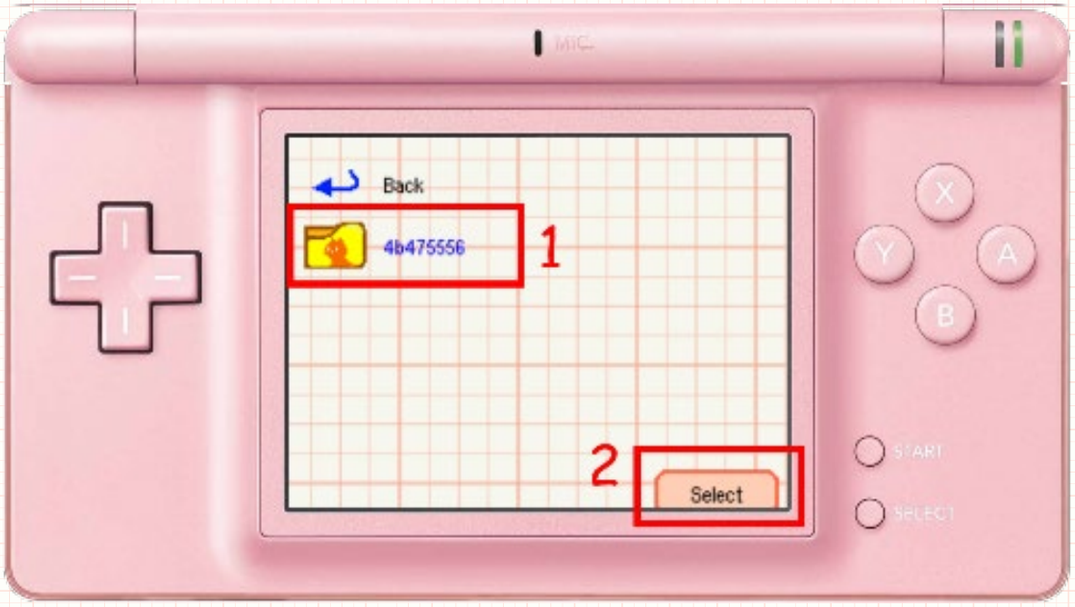
Flipnote locations

A flipnote location is a folder that contains flipnotes. A flipnote file name is considered valid if it matches the original Flipnote Studio name convention: the file name must be 24 characters long and followed by the extension ".ppm". For example, *01B155_0B803A974C99E_003.ppm* is a valid flipnote filename.

Adding a flipnote location

If this is the first use of FSPDS, there are no flipnote locations indexed, so you have to set them.

Click on the "Add flipnote location" icon situated in the top left corner of the screen.



Now, navigate to the folder you want to add as a location. Enter the desired folder, then touch the "Select" button in the bottom right corner of the screen. Now, FSPDS will start searching and indexing flipnotes in the current location.

Once the indexing is done, you are redirected to the locations list.

Viewing flipnotes

In the locations list, use the D-pad to navigate to the location you want, then press A to view the flipnotes there. Then, browse through the flipnote thumbnails on

the top screen using the D-pad arrows while the bottom screen shows information about the selected flipnote. Touch the "Play" button to play a flipnote.

The player screen

A playbar indicates the current playback progress.

Use the buttons to pause/resume the playback

Use the button to toggle flipnote auto replay.

Use the buttons to toggle shuffle mode. If the shuffle mode is enabled, and the auto replay mode is off, then the player starts playing a random flipnote chosen from the location.

Use the buttons to play the previous/next flipnote in the list.

Touch the lightbulb in the top right corner to turn the bottom screen off for power saving purposes. Touch the bottom screen again to turn it back on. Use the back arrow, or press the B button to return to the flipnotes list.

Reindexing/Removing locations

If you edit the contents of a location, you must reindex it by pressing the reindex icon in the locations list screen in order to made the changes visible in FSPDS. If you want to remove a location, touch the remove icon .

Credits

Nothing would have been possible without documentation efforts on the PPM file format by **DSiBrew** and **Flipnote Collective**.

The homebrew application has been entirely developed by **NotImplementedLife** using the **devkitPro devkitARM** toolchain and a slightly modified version of **DSCEngine** originally created in collaboration with **Kenyon Bowers**.

Huge thanks to

…the people who helped this project with ideas and suggestion: **RinLovesYou**, **tomrow**, **Oretal**,
… the authors of the well known amazing open source homebrew projects **GameYob**, **GodMode9i**, **Moonshell2**,
… last but not least, the entire homebrew community

EsotericDevZone

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